Adobe® Flash® Professional CS5.5

Create and deliver rich, expressive interactive content

Adobe Flash Professional CS5.5 is also available as a component of:

- Adobe Creative Suite® 5.5 Web Premium
- Adobe Creative Suite 5.5 Design Premium
- Adobe Creative Suite 5.5 Production Premium
- Adobe Creative Suite 5.5 Master Collection

Subscription option

Get the same product with low monthly payments. Visit *www.adobe.com/cssubscription* to learn more.

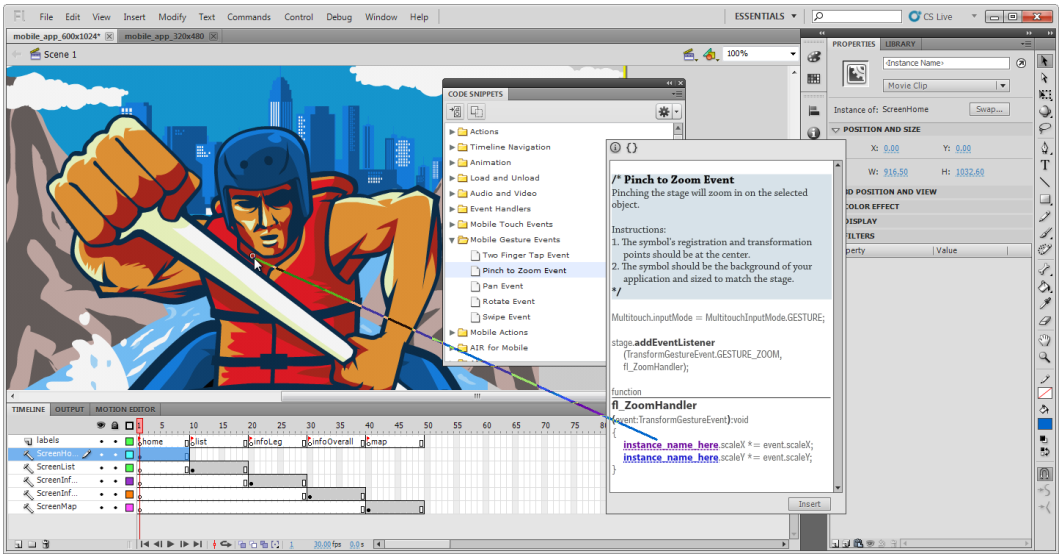
Simplify the creation of immersive experiences that present consistently across desktops, smartphones, tablets, and televisions with Adobe Flash Professional CS5.5 software. Target the latest mobile platforms including Android™ and iOS. Efficiently create content that targets multiple devices, copy and paste layers, and easily adapt artwork for various sizes. Use more than 20 new code snippets, including ones optimized for mobile and application development.

Digital content is no longer limited to the web browser on desktop computers. Today's consumers access the web practically anywhere on smartphones, tablets, and even in their living room on Internet-enabled televisions. In an effort to reach targeted audiences across all of these kinds of devices, you are likely faced with a variety of design and development challenges that include:

- Creating content that will display consistently across a range of devices that have different screen sizes and resolutions
- Monetizing content by publishing it to the largest possible audience—across browsers on the desktop or as standalone applications that run on Windows, Mac OS, Android, and iOS
- Innovating and expanding content beyond the desktop to devices like gaming platforms and new Internet-capable televisions
- Keeping up to date with the constant stream of new devices, and testing and optimizing your content to deliver great user experiences on these lower powered devices

Flash Professional, the industry-leading application for producing immersive interactive content, helps you meet these challenges with a powerful creative toolset, an efficient development environment, and support for the latest platforms and devices.

Perform source-level debugging on Adobe AIR enabled devices that are connected with a USB cable, running content directly on the device.


CODE SNIPPETS
/* Pinch to Zoom Event
Pinching the stage will zoom in on the selected object.
Instructions:
1. The symbol's registration and transformation points should be at the center.
2. The symbol should be the background of your application and sized to match the stage.
*/
fl_ZoomHandler
TIMELINE
OUTPUT
MOTION EDITOR

Visually inject ActionScript® code with the new pick whip in the Code Snippets panel. Use new code snippets that enable your project to support mobile features, including accelerometer and gesture-based input.

Top features

- Expanded platform and device support (Page 2)
- Efficient workflows for multi-target content (Page 3)
- Content scaling when resizing stage (Page 4)
- Enhanced layer controls (Page 4)
- Symbol rasterization (Page 4)
- Enhanced code snippets handling (Page 5)
- Streamlined publishing and document settings (Page 5)
- Pinning support for inverse kinematics (Page 6)
- Customer-requested enhancements (Page 6)
- Seamless mobile testing (Page 7)
- Flash Builder 4.5 integration (Page 7)

Learn about the newest features of CS Live online services,*† which are complimentary until April 12, 2012. Visit *www.adobe.com/go/cslive* for details.

With Adobe Flash Professional CS5.5, you can:

Design with expression. Communicate your vision and create interactive content. Utilize numerous enhancements to the Text Layout Framework. Use pinning attributes for the Bone tool to create more realistic inverse kinematic effects. Add interactivity by visually injecting extensible ActionScript® code snippets. Quickly and efficiently scale artwork to various sizes, and copy and paste layers and timeline attributes.

Write and test code quickly and easily. Quickly and efficiently write code, thanks to powerful authoring tools and integration with development software. Visually inject extensible code snippets, and use Adobe Flash Builder™ software as your full-featured ActionScript editor. Leverage seamless mobile device testing and integration with Adobe Device Central for enhanced testing and debugging of content for smartphones, tablets, and consumer electronic devices. Manage projects that target multiple devices, and share symbol libraries across multiple files.

Create once, deploy virtually anywhere. Use a streamlined Publish Settings dialog box, and efficiently target multiple runtimes, including Adobe Flash Player and Adobe AIR, and multiple platforms, including Windows, Mac OS, Android, and iOS.

Who uses Flash Professional?

Interactive designers use Flash Professional to create content with expressive motion. With enhanced support for the Text Layout Framework, more than 20 new code snippets, and pinning support for the Bone tool, they create immersive interactive web content and experiences.

Web designers use Flash Professional to create expressive interactive content with design fidelity. Using mobile-optimized code snippets, adaptive scaling, and enhanced layer control, they create free-form and immersive interactive web content and experiences for delivery virtually anywhere.

Web application developers use Flash Professional to save time and reduce the number of steps required for incorporating data and deploying applications. With seamless mobile testing and full integration with Adobe Flash Builder, they provide data connectivity for websites and build cross-platform rich Internet applications for delivery virtually anywhere.

Graphic designers use Flash Professional to create expressive interactive content. With enhanced support for the Text Layout Framework and easier-to-apply code snippets that teach basic ActionScript programming, they create free-form interactive content for delivery virtually anywhere.

Motion graphics designers and visual effects artists use Flash Professional to create interactive content with design fidelity and expressive motion. Using pinning support for inverse kinematics with the Bone tool, they deliver short-form video content, advanced animations, and professional-quality productions for delivery virtually anywhere.

Top new features of Adobe Flash Professional CS5.5

Expanded platform and device support

Flash Professional CS5.5 makes it easier to reach audiences on the latest Flash Platform runtimes, including Flash Player 10.2 and Adobe AIR 2.6.

Deliver to desktop computers. Take advantage of the ubiquity of Adobe Flash Player within browsers, and extend beyond the browser with Adobe AIR. Your content displays with a consistent look and feel across operating systems and browsers.

Deliver to mobile devices. Deliver content that plays back on millions of devices worldwide, and reach audiences on smartphones that run Android 2.2 and above. Use Adobe AIR for iOS Support, included with Flash Professional CS5.5, to compile ActionScript bytecode into native iPhone application code, which can be distributed via the iTunes store*.

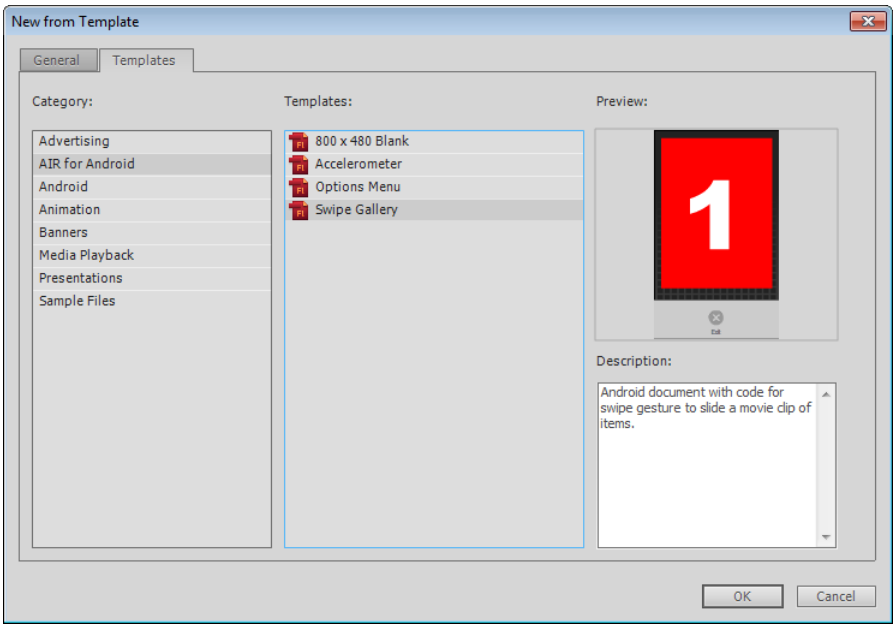
*Subject to Apple's current requirements and approval.

Deliver to tablets. Produce immersive content optimized for tablet devices. Take advantage of touch input and gesture-based actions that enhance the user experience.

Deliver to Internet-enabled televisions. Extend the reach of your content into consumers' Internet-connected living rooms, with immersive experiences and applications that run on Adobe AIR for the Digital Home.

Adobe Device Central

Flash Professional CS5.5 includes Adobe Device Central CS5.5, which allows you to simplify the production of innovative and compelling content for smartphones and consumer electronic devices. Save time by automating testing and by simulating accelerometer, geolocation, multi-touch device inputs, and network performance of mobile content across a dynamically updated library of device profiles*. Now with support for Webkit, HTML5, and the latest versions of Adobe Flash Player software, Adobe Device Central CS5.5 helps creative professionals and developers deliver engaging experiences to millions of mobile subscribers and consumers of content on more devices.

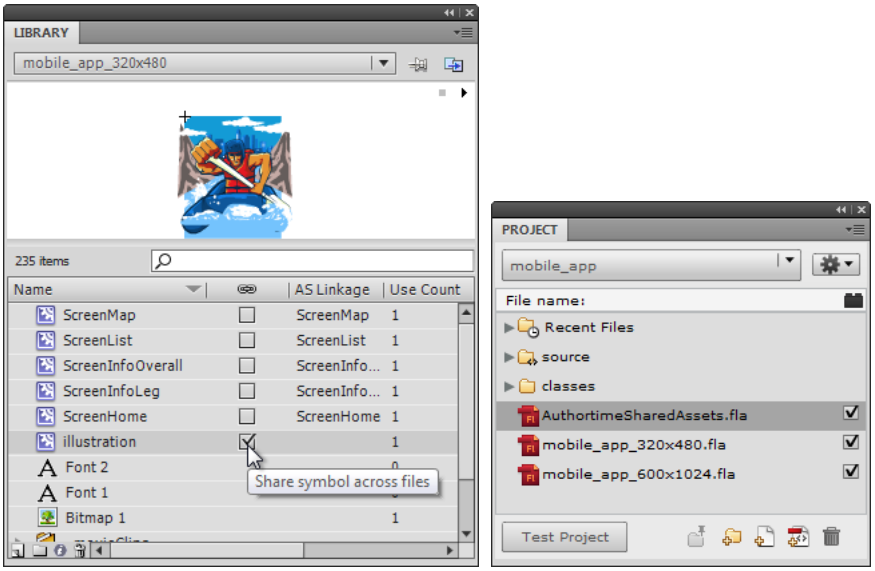


New templates, including those for AIR for Android, are available from the New From Template dialog box.

Efficient workflows for multi-target content

Simplify the creation and management of multiple FLA files that are created for a single project, but that target multiple devices. Share code and assets across documents and device targets to efficiently create, test, package, and deploy content for a wide range of screens and devices. For example, symbols modified in one document update across other documents.

The New Project dialog box has been enhanced to include a Default Document section, which allows you to specify a document name, target player, and ActionScript version.

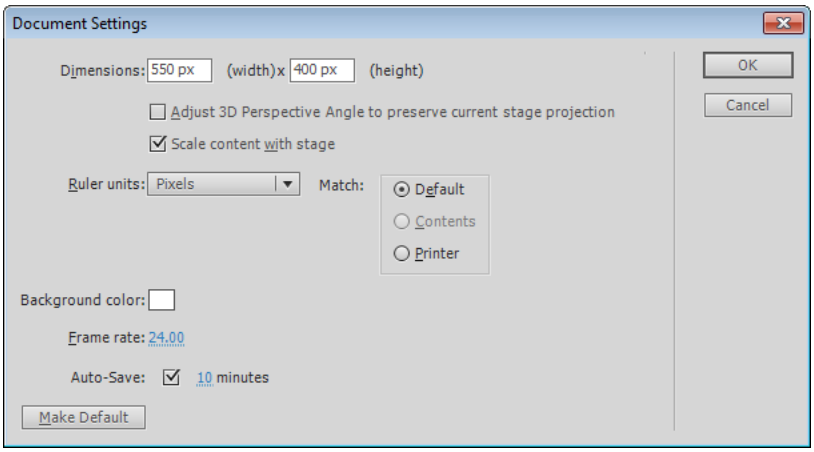


With Flash Professional CS5.5, you can share assets from your library across files. The Project panel also makes it easier to manage multiple files that belong to the same project.

Content scaling when resizing stage

One of the most time-consuming aspects of designing content that is optimized for various screen sizes is scaling content to fit to every size. Designers spend much of their time adjusting a single design to work at multiple sizes.

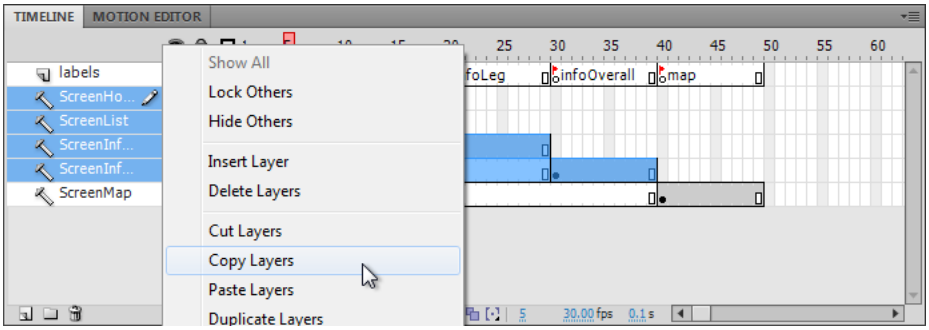
With Flash Professional CS5.5, you can choose to scale the contents of your file when you change the size of the stage. Everything on the stage, including symbols and motion paths across all scenes, are scaled. There are also controls for limiting scaling to unlocked or visible layers.



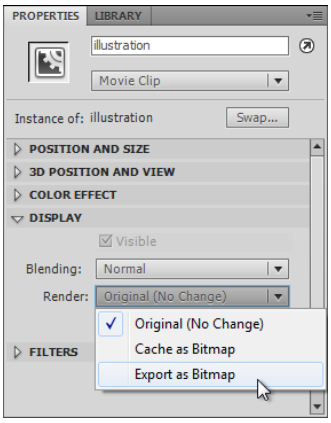
By checking the Scale Content With Stage option, you can easily resize artwork and timeline data to work at different sizes.

Enhanced layer controls

Flash Professional CS5.5 gives you more control over the contents of your document with the ability to do even more with layers. Copy and paste layers—including ones with motion and inverse kinematics armatures—to a different timeline or even to a different FLA document. You can also cut and duplicate layers, and even copy and paste folders.



Copying layers between documents makes it easy to move content between different files in the same project.



The Export As Bitmap setting is available in the Display section of the Properties panel.

Symbol rasterization

Complex vector artwork can take a toll on the processors of mobile devices, degrading rendering performance. Flash Professional CS5.5 offers two new options that allow you to easily export content as bitmaps, which help enhance performance of your mobile content.

The Convert To Bitmap command allows you to convert selected artwork on the stage to a bitmap. Once converted, the artwork is no longer editable in Flash Professional, although you can edit it in Adobe Photoshop® software.

The Export As Bitmap command is a display property that you can apply to movie clip symbols. With this setting enabled, chosen symbols are rendered as bitmaps on stage when the project is published, with the benefit that the symbol remains editable.

Achieve extraordinary web design

Explore the wider world of web design and development with Adobe Creative Suite 5.5 Web Premium.

Get a more comprehensive toolset at an appealing price. In addition to Adobe Flash Professional, Creative Suite 5.5 Web Premium offers the latest versions of Adobe Dreamweaver®, Flash Catalyst®, Flash Builder Premium Edition, Photoshop Extended, Illustrator®, Acrobat® Pro, Fireworks®, and Contribute® software, so that you can:

- **View website designs as they would appear across screens of different sizes and resolution.** A single, easy-to-use panel in Dreamweaver CS5.5 handles custom media queries and efficiently manages multiple CSS files.
- **Build rich content for devices with support for the jQuery mobile framework.** Take advantage of mobile templates, contextual code hinting, and the ability to quickly insert objects into a design.
- **Build standalone applications targeted at multiple platforms.** Use the new mobile support for ActionScript and Flex® projects in Adobe Flash Builder 4.5 Premium Edition. Leverage mobile-ready components optimized for performance and touch input.
- **Enjoy a full designer-developer workflow.** Work collaboratively and confidently on shared Flex based projects with a new bidirectional workflow that allows designers who use Flash Catalyst CS5.5 to work in parallel with developers who use Adobe Flash Builder 4.5.

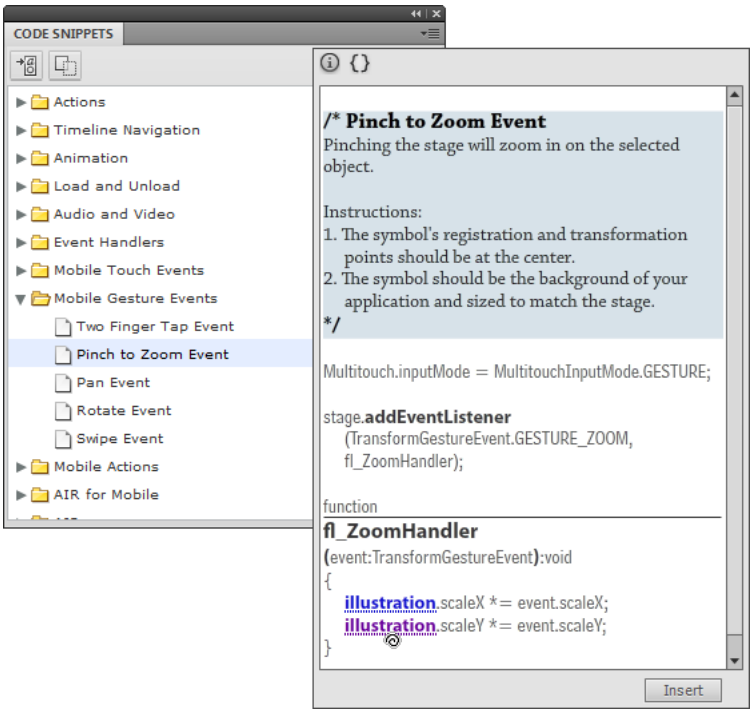
For more info, see *Adobe Creative Suite 5.5 Web Premium What's New.*

Enhanced code snippets handling

Flash Professional CS5.5 brings several key enhancements to the Code Snippets panel, offering quick and easy ways to add ActionScript 3.0 code to your projects:

- Place your cursor over a movie clip placeholder in the code snippet, and a pick whip appears. Drag the pick whip to a movie clip on the stage to insert the instance name of your target movie clip into the code.
- Use more than 20 new code snippets, including ones for creating mobile and AIR applications, for accelerometer, multitouch gestures, and save/load data.
- Upon selecting a snippet from the Code Snippets panel, you can view a description or preview the underlying ActionScript code on a heads-up display (HUD) before you apply it.

In addition, the code snippets themselves are formatted to help novice and inexperienced programmers parse the code and apply it quickly. Typographic formatting and rollovers indicate areas of editability.

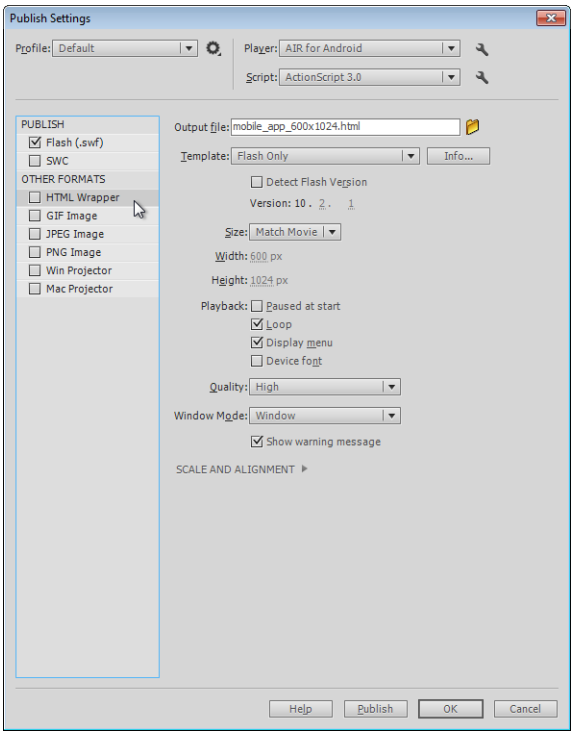


Flash Professional CS5.5 includes more than 20 new code snippets, including ones for mobile and AIR application development. The pick whip tool appears when you position your mouse over a movie clip placeholder in the code.

Streamlined publishing and document settings

Save time with a newly designed and more efficient Publish Settings dialog box, which you can now access directly from the Properties panel. Select multiple formats on the left and edit the corresponding settings on the right. New to the dialog box is the ability to publish a SWC file to a path of your choice without having to publish the SWF file. In addition, the dialog box now returns relative paths when selecting a publish destination so that files can be more easily shared across teams. You can also change the version of Flash Player, ActionScript version, and stage size directly from the Properties panel.

The Document Settings dialog box also features a new Auto Save feature, which automatically saves your file at specified intervals, on a per-document basis.



The new Publish Settings dialog box puts many important settings at your fingertips.

Pinning support for inverse kinematics

With this new release, Flash Professional continues to offer a powerful interactive design toolset that allows for creative exploration and implementation. You can now lock, or pin, bones to the stage, allowing you to place restrictions on the movements of selected bones. In addition, you can now create multiple spans or armatures on a single layer, and you can more easily define more complex movement of armatures, such as walk cycles.

Customer-requested enhancements

Flash Professional CS5.5 includes a number of new features that customers have asked for, including:

- Control over author time playback using a new integrated controller at the bottom of the Timeline and the Motion Editor. A new Loop button helps make it easier to repeatedly review a part of your animation.
- A new conflict resolution dialog box appears when symbols of the same name are imported to the Library, offering the option to place duplicate items into a new folder.
- TLF text support for style sheets, just like Classic text. You can create a StyleSheet in ActionScript and add it to a TLF block to change the attributes of text.
- Support for tab stops. Align text to tabs, and to enter tab characters in TLF text fields on stage. The tab ruler allows tab stops to be added, deleted, moved, or to have their tab type changed.
- Optimized export of TLF text to SWF. Offering decreased SWF file size and generally better performance in Flash Player and Adobe AIR.
- Improved performance for TLF, seen in such functions as scrolling speed and creating and populating TLF text blocks. These enhancements improve the use of TLF on Android mobile devices.
- A new compiler caching feature to help reduce the compile time of documents that use embedded fonts and MP3 sound files, allowing you to deploy rich content faster. In previous versions, these items would recompile each time you tested or published a movie, even if nothing had changed. In Flash Professional CS5.5, the compiler caches the embedded fonts and sound items the first time a document is compiled, and each time you test or publish movies subsequently, the compiler will use the cached assets, noticeably reducing compile time.

Seamless mobile testing

Perform source-level debugging on Adobe AIR enabled devices that are connected with a USB cable. Set break points and use trace statements to test the content directly on the device. You can also package AIR for Android apps and publish directly to the device.

Flash Builder 4.5 integration

Experience better integration between Flash Professional CS5.5 and Flash Builder 4.5. Create and open projects in either Flash Professional or Flash Builder. When you change project settings in one application, the other application's settings will automatically update to match.

Still using Flash Professional CS4?

If you're still using Flash Professional CS4, upgrading to Flash Professional CS5.5 also gives you the chance to catch up on all the great features added in Flash Professional CS5—features that allow you to design with ease and efficiency, explore new creative possibilities, collaborate across workflows, and deliver for a wide audience. These features include:

- **Advanced text engine.** Get global bidirectional language support and a set of advanced print-quality typography APIs via the Text Layout Framework. Format text in columns and maintain layout and formatting with greater fidelity when importing content from other Adobe products.
- **XML-based FLA source files.** Collaborate on projects more easily with a new XML-based implementation of the FLA file format. Uncompressed projects appear and act like folders, allowing you to quickly manage and modify assets such as images.
- **Code Snippets panel.** Speed project completion by using convenient prewritten code snippets for common actions, animation, audio and video insertion, and more. Also discover an easier way to learn the ActionScript 3.0 language.
- **ActionScript editor.** Speed up the development process with a powerful ActionScript editor, including custom class code hinting and code completion. Quickly grasp the fundamentals of ActionScript, and efficiently reference your own code or external code libraries.
- **Flash Builder integration.** Work more closely with developers who can use your FLA files with Flash Builder to test, debug, and publish your content more efficiently.
- **Spring for Bones.** Add expressive, lifelike animation properties—like spring and bounce—with motion attributes for the Bones tool. An improved inverse kinematics engine provides more realistic and complex physics movements, all within a simple, familiar interface.
- **Video improvements.** Streamline video embedding and encoding processes with on-stage video scrubbing and a cue points property inspector. See and play back FLV components directly on the stage.
- **Deco drawing tools.** Add advanced animation effects with a comprehensive set of brushes for the Deco tool. Quickly create movement for particle phenomena like clouds or rain, and draw stylized lines or patterns with multiple objects.

Still using Flash CS3 Professional?

If you're still using Flash CS3 Professional, upgrading to Flash Professional CS5.5 also gives you the chance to catch up on all the great features added in Flash CS4 Professional, including:

- **Object-based animation.** Gain control over individual animation attributes with object-based animation, which applies tweens directly to objects instead of to keyframes. Easily make changes to motion with Bezier handles.
- **3D transformation.** Animate 2D objects through 3D space with exciting new 3D translation and rotation tools, which allow you to animate along the x, y, and z axes. Apply local or global transformations to any object.

System requirements

Windows

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- Microsoft® Windows® XP with Service Pack 2 (Service Pack 3 recommended); Windows Vista® Home Premium, Business, Ultimate, or Enterprise with Service Pack 1; or Windows 7
- 1GB of RAM (2GB recommended)
- 3.5GB of available hard-disk space for installation; additional free space required during installation (cannot install on removable flash storage devices)
- 1024x768 display (1280x800 recommended) with 16-bit video card
- DVD-ROM drive
- QuickTime 7.6.2 software required for multimedia features
- Broadband Internet connection required for online services and to validate Subscription Edition (if applicable) on an ongoing basis*

Mac OS

- Multicore Intel® processor
- Mac OS X v10.5.8 or v10.6
- 1GB of RAM (2GB recommended)
- 4GB of available hard-disk space for installation; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on removable flash storage devices)
- 1024x768 display (1280x800 recommended) with 16-bit video card
- DVD-ROM drive
- QuickTime 7.6.2 software required for multimedia features
- Broadband Internet connection required for online services and to validate Subscription Edition (if applicable) on an ongoing basis*

For updates to system requirements, visit *www.adobe.com/go/flash_systemreqs*.

- **Sophisticated video tools.** Leverage the Adobe Media Encoder to benefit from advanced video capabilities including embedded cue points, alpha channel support, and high-quality codecs.
- **Authoring for Adobe AIR.** Deliver interactive experiences to the desktop with new integrated capability to publish to the Adobe AIR runtime.
- **New Adobe Creative Suite interface.** Boost your efficiency with intuitive panel docking and spring-loaded behaviors that streamline your interaction with tools throughout the Adobe Creative Suite editions.

About Adobe Systems Incorporated

Adobe is the world's leading provider of software solutions to create, manage, and deliver high-impact, reliable digital content. For more information, visit *www.adobe.com*.

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Second quarter 2011

For more information

Product details:
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*CS Live online services are complimentary until April 12, 2012. See *www.adobe.com/go/CSLive* for details.

†Adobe online services, including Adobe CS Live Services, are available only to users 13 and older and require agreement to additional terms and Adobe's online privacy policy (available at *www.adobe.com/go/terms*). Online services are not available in all countries or languages, may require user registration and may be subject to change or discontinuation without notice. Additional fees or subscription charges may apply.

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